

Number 33

BLOOD AND IRON

June 12, 1974

Subs: 6/\$1 OR 10/\$1 mailed in groups of two (first class in either case). Subs for current players 7/\$1, except for players from Hilliker's SILMARILLI, who receive BI without charge (Chic pays for it). Openings in MILITARISM II and MILITARISM III, sub plus \$2 game deposit (refundable). Standbys needed for MIDDLE EARTH V. OPP #82.

PRESS

1973Yt. MINAS TIRITH: The No. 1 song on the charts:

The game goes ever on and on,
Moved from the 'zine where it began
Now for three years the game has gone
And I'll continue if I can
Holding each center I can grab
Until my lead does clearly show
And there are many players to stab
And then what? Wouldn't you like to know!

1973Adi. NSG: Merry the Magnificent, Emperor of Qwerty, Sultan of the Confederate States of Turkey, King of the Vikings, talks with the ex-Emperor:

Merry- Say Harley, how'd you like to be Emperor again?

Harley- Anything's better than this dungeon.

M- I been thinking about going back to the Shire.

H- Whatsamatter? Things getting too tough?

M- Well---Not exactly. I guess you could say my work is done.

H- You're afraid of what P. J. will do to you when he catches you.

And whatever happened to Kisseball?

M- K. is running a house in Brest. He got us peace with the Spaniards, and is planning to settle down.

H- O.K., I'll take the job back. But I still say you had better watch out for P. J.

((There's also a copy of a cartoon which I'll have to describe, Hagar the Horrible.))

Hagar and his lackey lie on a hill. Actually this is King Harley. He's looking at a valley labeled "Moscow". Harley says "You think we Vikings don't do good? Look at that valley! Did you ever see anything so pretty? That used to be a crowded city!" Now it's just fields.

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Someone asked what limits I put on press content. I am agnostic, and I don't object to "dirty" stories and allusions though I don't indulge in the pastime myself. So you can write anything you want as long as I don't get complaints from the readers. If anyone is offended, that'll be the end of that type of press.

* * *

Walt Buchanan is asking publishers to give considerable publicity to DIPLOMACY WORLD so that more players will have the opportunity to subscribe, and thereby help implement the purpose of the zine. That is to tie Dippydom together through one general information zine, as much as possible. I am not one to indiscriminately plug zines, as you know, but in this case I wholeheartedly recommend a sub to DW to anyone who is interested in Diplomacy. It's only \$3 per year (6 issues), or \$2 if you're an IDA member and ask for the discount. Each issue is 32 pages, offset-reduced, including covers. A sample issue is 75¢. The address is Walt Buchanan, R R #3, Lebanon, Ind. 46052.

Walt asks publishers to honestly review each issue as it comes out. I'll just make a few general comments about the first two. First, there are too damn many "how to win" articles. In issue 2 there was one called "How to Win With Germany" by Doug Beyerlein that was disgusting. How many times do we have to read the same rot about openings? This type of article might be appropriate for a zine going exclusively to rank novices, but it has no place in a zine for players of some experience. There are some tactical articles and strategic articles of a more general character (that is, not confined to one country); most of these are rot. There are a couple tactical articles about specific situations that are good. Of course, if you like these types of articles then there's no problem.

There's a variant design column each issue with at least one variant printed. There's also an information column describing new variants and giving lists of openings and variant sources. That's where all the BI material went to. It's much easier for me to write stuff for 300 people that I don't have to print, collate, and mail than for 80 in BI. There are occasional letters to the editor, but this is a minor feature. In each issue are the moves for a demonstration Dipgame which Walt runs through Hoosier Archives. This ought to take care of the "how to play" aspects of the game--I think Walt devotes much too much time to "how to play" articles at the expense of news and discussion. Let Boyer, Ulanov, and company print this sort of stuff. Each issue includes "News of the Realm" which is quite informative, though shorter than it ought to be. In #2 were a couple articles by the designer of Diplomacy concerning scoring systems for Diplomacy tournaments. Periodically one rating or another is published.

Calhamer Point Count (not the averaged, which is much better) in #1, Rogues Gallery in #2. Winners of recently completed games are also listed. It seems to me that this is just an ego-booster for winners, since the information is available to ratings people from Everything. There are also humorous articles, articles on press releases (something we can do without--the articles, I mean, not the press), an article on the rulebook, one on GMing, etc. You're sure to find plenty here that you'll like; I'm sure most people are less critical than I. I have heard some wild criticisms, however--one person actually said there was too much in an issue, and complained because he couldn't read it in one sitting! Walt is quite open to suggestions, I've found, so if you think he ought to add or change something, let him know.

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MGA NEWS

The next MGR ought to be out soon, a science fiction special.

The first "season" of team competition is drawing to a close. In the eastern division Windsor and BBC drew with 3-1 records, and are playing off their tie. In the west the Pulsipher Brothers triumphed. My brother got us into this along about November, figuring that I'd be coming home in spring as well as Christmas. But 870 miles is much too far (and that's only one way). But we were in, and we managed to get the games played. We beat each other team once during Christmas, Jim winning Bulge and AK while I won Stalingrad as the Russians (4-5-6 and attack factor/exchange) and D-Day as the Allies (my second game of D-Day). In case anyone wondered about the challenge made in BI so long ago, Herb was my opponent in the SGrad games, losing again late last month (we'd changed sides). Herb couldn't manage to get anyone else on his team out of bed to come down, so that one game was the only one played. Finally, at the Grand Rapids

convention last weekend the Kent County people again fell in D-Day, this time with me as the Germans (first time) and another person playing for them this time. My dear brother, the instigator and Captain of the team, decided it was too much to spend the whole weekend at gaming and left me to do the winning. If I had lost, another game would have been played by Steve Langs or myself; but since we had at least a draw, and no match losses, the final game would have been like playing the bottom of the ninth when the home team is ahead. It was a tough game, and I'm sure that if I had been playing myself the Germans would have been massacred. It's difficult to fall back efficiently when you've never seen it done before (the longest game I'd ever seen was less than 20 turns--ours went past 35). Reducing the Allies to four bombings isn't enough when the players are inexperienced. It reminded me of Stalingrad when played by weak or inexperienced players; the defender gets clobbered when he ought to do well if not win. Anyway, now we'll take on the winner of the eastern playoffs for the championship, probably at Ann Arbor, which is a neutral site.

MGA (Midwest Gaming Association) membership is \$1.50 for persons in Ohio, Ontario, Michigan, Indiana, and Illinois, and \$2 for all others. I hope that the Executive Board-Council (it's called both) will eliminate "other" memberships, but we'll have to see what happens. Each member receives MGR during his membership (1 year--six issues). This is a 24 page mimeo 'zine including news, reviews, con notices, and articles. I personally find that there're too many articles, but apparently some people like it that way. To join, send the money to Jim Pulsipher, 423 N Main St., Bellevue, Michigan 49021.

By the way, Jim collects addresses for the Great Lakes Gamers Census, which I publish. The current list includes 1,001 gamers from the MGA area plus Wisconsin and Minnesota, and is available to people in those areas and bordering states/provinces for 50¢ (35¢ for MGA members). If you pick up new addresses for people in these areas, please send them along to Jim or me.

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Gamers Guide #41 finally is out, three+ months late. This makes two issues in the past 10-11 months. The format has again been changed, with offset printing on newspaper print in tabloid form. My copy came in an envelope, though there is a mailing area on the back of the zine. This issue is informative and has some interesting review articles, including one about World War II by Mick Smith which I particularly enjoyed. Unfortunately much of the news is out of date. There is a long review of Jagdpanther, the zine associated with ICW. There is some interesting material about SPI as well. Once again they say that GG will be published on schedule (bi-monthly) from now on. They also say that soon (after much more than a year) AGA will begin to have the postal tournies that were promised from the beginning. I remain skeptical of both. SICL has thrown in with Statis-Pro games and the International Tabletop Sports Association, which may be why it has been relatively dormant this year (only one Spartan, one Gladiator Report, and two GG's). SICL will hold only one convention this year, in Waterloo, IOWA! The ad pushes the sports angle as much as the wargaming angle. SICL is also apparently changing its competition system, perhaps doing away with formal tournaments of the old type. I'm not very familiar with the old system, so I can't go into detail. This issue also includes rules for Civil War naval miniatures. The system seems to be fairly complex (you know--fire each gun, check the range, the size, the armor, the penetration, the damage...).

GG is available for 60¢ each or \$3.00/"year" (six issues, nominally from Gamers Guide, Box 5076, Long Beach, Calif. 90805. You might try ordering one or two issues to see if they can get on schedule; it's not worth risking a full sub at present.

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If you want to start a discussion or plug something related to Diplomacy, write a letter to FIGHTER'S HOME, 8 Ravenna St., Asheville, N. C. 28803. They print every letter of general interest, and some of not-so-general interest, and the 'zine has a large circulation.

I'm play-testing Avalon Hill's projected fall release, THIRD REICH. It makes SPI's WORLD WAR II look sick, sick, sick. This is what a WW II game ought to be like! Unfortunately there is no multi-player version as such right now, though I hope to persuade the designer to add one. I am not optimistic, however, because such a version would be quite unrealistic vis a vis WW II. If one is not added to the game, I'll design a multi-player version myself. There IS a version with five players, but negotiation is limited to allies, with no crossing over into the other camp. Nevertheless, this version will be quite a change for the two-player gamers.

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Middle Earth V

I have moves now from Gondor, Harad-Rhun, Elves, and Dwarves. DEADLINE FOR THIS AND ALL GAMES IS June 29. I have no number for this game yet,

Middle Earth IV-73Yt

Winter 3003

Angmar, Harad, Mordor, Gondor all EVEN

Arnor: (B) A TShi

Note COA below.

Rhovanion: (B) A Mirk ((A Dag (R) Wild))

Middle Earth IV-73Et

Winter 3004

Arnor: (B) A TSh

Angmar: NMR. (E) retreating A Rhud

Mordor: (B) A Gorg

Gondor: (B) A Anor

Harad: EVEN

Rhovanion: (B) A Cele ((A Emy (R) Cele))

COA-----Doug Dick, 306½ Court, Flint, Michigan 48502.

Tom Berendt is the new player for Harad. Thanks, Tom. And tell me, why do all those 'zines get your name misspelled?

William Clumm, 6407 Kennedy Ave., Cincinnati, Ohio 45213 is asked to submit standby moves for Angmar.

Interstellar Diplomacy III-74Eez

Spring 5002

Thanks to Harley Jordan and David Claman for submitting standbys.

47(Aronson) 2F 23-24a, 3F 47 (S) 23-24a, 2F 29b MS 2F 24b.

2F 29b dislodged, (R) 24ab, 33bc, 30b. Movement=2, combat=8.

Maintenance =72. Tr for Fall =92. I've added retreat costs in combat, by the way.

48(Langs) F35-9, F 26a-30a, F 26b-30b, F 34c-30c, 2F 25 (S) 26b-30b, F 7-6, F 25-21, F 36 MS F 34a. Move=6, combat=0. Tr=67 (oop-main=80).

49(Sleight) F 12-void (which is what Barry called the rift between the galaxy and the clusters--I'm adopting the name), F 11-void, F 46 MS F 39a (dislodged. (R) 12, 49, 39ab), F 39b (S) F 39a, F 39b MS F 34b, F 37 (S) F 39b, F 10 and F 13 (H). Move =2, Combat=6,

main=80, Tr=54. Note, David, that I had your Tr right even though I didn't list one of your spaces, both by my recount and by count of other players.

50(Eynon) F 16-void, F 32b-38b, F 38a (S) F 32b-38b, 2F 50-14, F 45-46, 2F 44-46, 2F 43 b-44, F 38c (S) F 32b-38b. Move=11, combat=6, main=88, Tr=34.

51(Cleveland) F 40=31A, F 41 (S) 40-31a, F 31b-29b, F 29a (S) F 31b-29b, 2F 28-23, F 27-23, 2F 19-20, F 29c (S) F 31b-29b. Move=7, combat=6, main=80, Tr=74. Tr last time was 167; for some reason I forgot to list it.

I list maintenance costs with the previous season so that you won't have to subtract them yourself while figuring your costs. You don't pay for maintenance in winter (else you'd all be in deep trouble).

These retreats can be a mess. In the future, let's try listing possible retreats with your orders. This time, with the short deadline, I think I'll call for retreats only required. If everyone gets moves in I'll print them, however (moves conditional on retreats, of course).

I like this type of area-3D board for realistically representing the galaxy at a grand strategic level, but the support and retreat interaction is difficult to follow. I think I'd like to try a game using this board but non-Diplomacy rules. Any comments?

Anarchy IV-73Adi

Fall 1908

Bre-Con-Swe(Jordan) A StP-Liv, A Ukr-Mos, A Sev (S) A Ukr-Mos, F Nth-Hol, A Bul-Rum, F Bal-Ber, F Bre-Eng, F Den (S) CLEVELAND A Kie, F Lon (S) F Bre-Eng, F Tun (S) CLEVELAND F Spa sc-Wes, FTyrr-Ion, F Aeg-Bul sc

Den-Par-Sev (P. Wood?) NMR A Sil, A War (H), F Eng (H) (D Pic, otb), A Hol (H) (D, Ruh, otb).((A Kie (R) otb by GM))

Edi-Gre-Ven(Eynon) A Ven (S) A Rom, A Rom (S) F Nap, F Nap (S) F Apu-Ion, F Apu-Ion, F Edi-Nth, A Tyo-Tri, F Iri-Wal, A Ser-Bul

Kie-Smy-Spa (Cleveland) F Spa sc-Wes, F Mid (S) F Spasc-Wes, A Bur-Mun, A Bel (S) JORDAN F Nth-Hol, A Kie (S) JORDAN F Bal-Ber Mun-Por-Rom (Bart?) A Rom (R) otb by GM. NMR F Wes (H) (D)

David Claman is again asked to submit moves for what's left of Wood's position. I'm in no hurry, so only retreats and adjustments are due next time (June 29). Naturally with two persons missing moves we can't have a unanimous yes vote for concession. It's not my policy to reveal who voted how.

Centers, Winter 1908:

Jordan: All of last time plus Hol, Ber, Sev 16 build 3 (will be one short)

Wood: War, ~~Ber~~, ~~Sev~~, ~~Apl~~, ~~Bel~~, Kie 1 remove 3

Eynon: All of last time plus Nap, Rom 10 build 2

Cleveland: All of last time plus Bel, Kie 7 build 2

Bart: ~~Nap~~, ~~Rom~~ OUT

Hmmm...Wood F Eng can also (R) Iri.

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Just picked up a CoA: Tom Berendt, 1050 Water's Edge Dr., Apt 118, E. Lansing, Mich 48823.

AH is coming out with a new line of sale-by-mail-only games. Among these will be Panzer Leader (west front Panzerblitz), revisions of old games like Jutland, Anzio. They're also revising some of their currently-in-print games. The General, their magazine, is also being enlarged. Unfortunately most of the material is the slightly juvenile "how to win" stuff, though in the best format for such that

I've seen.

With a flyer for the Cincy con (see last issue) I received a notice of a "Stalingrad World Championship" tournament being put on by PWA. First prize is \$200 and trophy. Entry fee \$3 for non-members, \$1 for members. Trouble is, I received the flyer June 6, but the deadline for entry is May 12! As if the idea of a "World Championship" weren't stupid enough to begin with, how can you have one of any meaning when someone as active in wargaming as I doesn't even hear of the thing until 3 weeks after the deadline? I'd like to know where PWA gets the money to pay out prizes--I don't believe the entry fees could even begin to cover it. Some philanthropist, perhaps....?

My typewriter is doing strange things; I think that after two years it's really time to get it cleaned. The next issue might be on our 30-year-old Royal...or on my miniscule-print (and defective) Sears.

I'd like to say one more thing about PWA. I don't know about you guys, but when I see a printed advertising flyer with simple words misspelled (benefits and existence), then I wonder about the efficiency or intelligence of the people running the organization. Misspellings in a lousy Dipzine are one thing, this is something else (by the way, these are misspellings, not typos--it's often easy to tell).

Moves #14 includes a footnote about realism and Diplomacy which I wrote in rebuttal to a rather half-witted footnote that appeared some issues back, and which I may have mentioned in BI. Also in the issue is a lot about Kampfpanzer, various bits and an interesting article about designing games for playability (guidelines to follow). Moves is \$7 a year (\$2 each--6 per year) from Simulations Publications Inc. 44 East 23rd St., NY NY 10010. I don't recommend it to anyone who isn't a true S&T freak--I dropped my sub over a year ago.

About that F & SF gaming club I mentioned...three publishers have expressed interest, and another GM is also interested in starting a numbering list for postal games. Is anyone else interested, does anyone have any suggestions to make? Any ideas about organization...?

Something very strange happened here yesterday. I got a Wargamers Digest in the mail, which wasn't surprising--but it wasn't addressed to me. In fact, the address didn't bear any resemblance to mine except that it was in Bellevue. I think th PO people must have assumed that anything that said "wargamers" must be mind...that's the way things are in small towns (1300-)...

No word about the Calhamer Awards yet. Another bomb for IDA?

Is there really anyone who doesn't know where Dipcon will be this year? I won't bother to talk about it...

Lewis Pulsipher
423 N Main St.
Bellevue, Mich 49021



First class

STAN WROBEL
7 POLAND VILLAGE BLVD
POLAND, OHIO 44514

First class